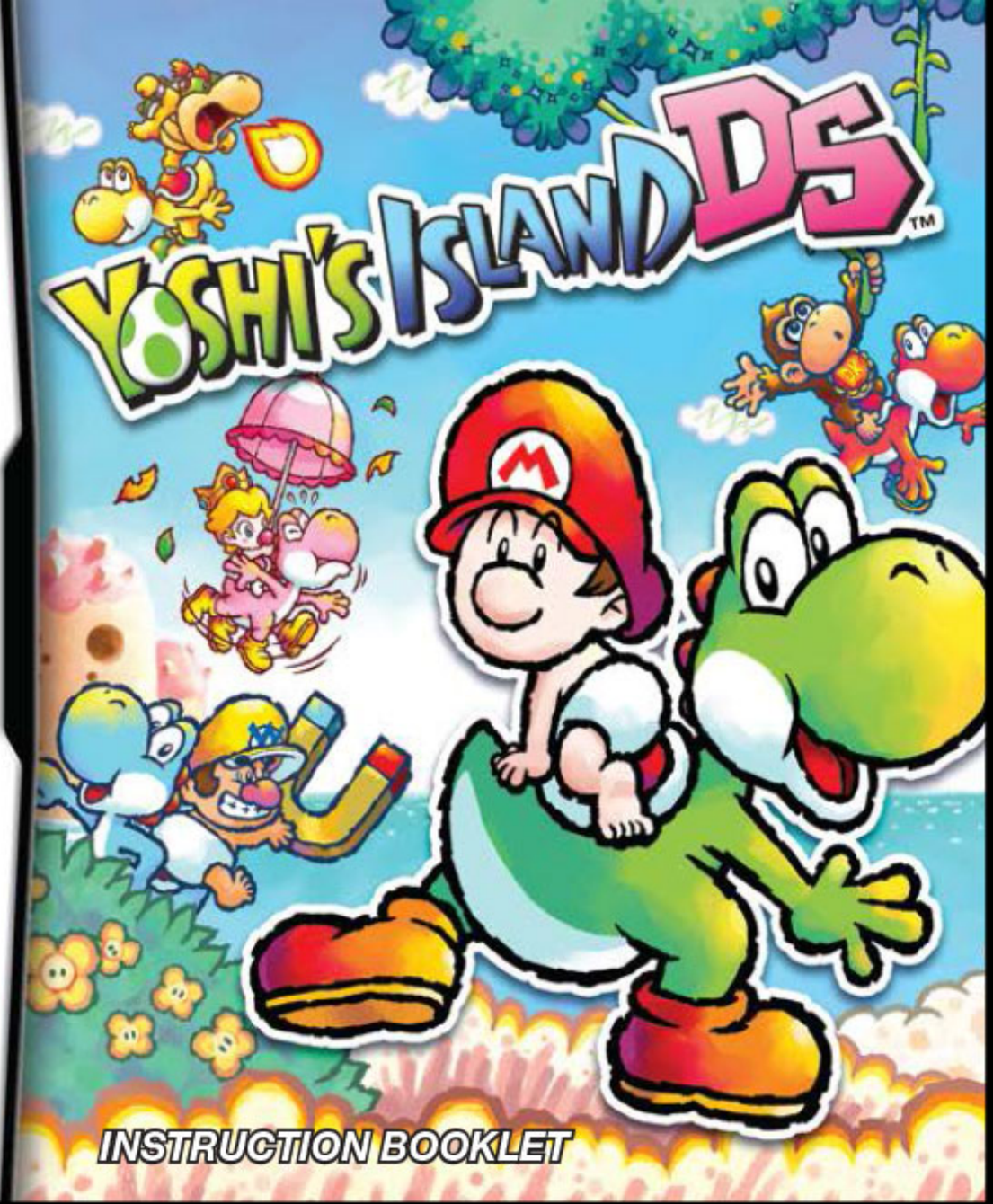
NINTENDO DS™

YOSHI'S ISLAND DS™



INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

⚠WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

⚠WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

Important Legal Information

REV–E

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. “Back-up” or “archival” copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

The Official Seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.

ORIGINAL MANUAL

Any original instruction manuals included with this software are digital reproductions of the original printed manuals. They are as faithful as possible to those documents and feature a bare minimum of edits. Please note that some of their content may feel inappropriate to modern players; furthermore, reference may be made to features that can't be used in this version of the game, or the contact information provided may no longer be valid. Please also note that printed manuals were not always released in multiple languages in North America.

EVERYONE

CONTENT RATED BY ESRB

NEED HELP PLAYING A GAME?

For game play assistance, we recommend using your favorite Internet search engine to find tips for the game you are playing. Some helpful words to include in the search, along with the game's title, are: "walk through," "FAQ," "codes," and "tips."

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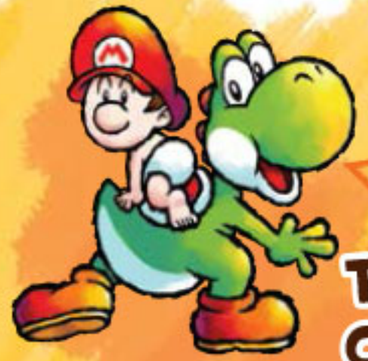

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BABY LUIGI HAS BEEN KIDNAPPED!

Our adventure begins one sunny day on Yoshi's Island. Yoshi is out enjoying the day with a leisurely stroll when, all of a sudden, two babies drop out of the sky. One of them looks very familiar to Yoshi. With a forlorn look on his face, the baby just gazes longingly at a mysterious castle that has appeared in the sky. Yoshi wonders if the castle holds other babies.

Once again, it's up to the Yoshi clan to save the day. This time, the stork is coming with them too.

A new journey begins. Can the Yoshis and babies triumph over Kamek and save Baby Luigi?

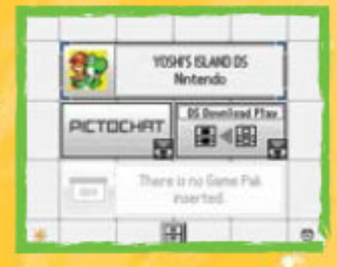
GETTING STARTED

Make sure that your Nintendo DS is off. Insert the Yoshi's Island DS Game Card into the DS Game Card slot until it clicks into place and then turn the power on.

1. Read the information on the start-up screen and then tap the Touch Screen to move to the DS Menu Screen.

2. On the DS Menu Screen, tap the Yoshi's Island DS panel to start the game.

   * If you have your Nintendo DS start-up mode set to Auto, you can skip this step. See the Nintendo DS instruction booklet for more information.



3. The introductory cinema will start to play. To cancel out of it, press ○START or Ⓐ, which will bring you to the title screen. Press ○START or Ⓐ to move to the File Menu.

*Screen shots with orange frames denote the top screen, while screen shots with green frames show the Touch Screen.

Choose a File

To start a new game, use ✚ to select a file marked NEW and press Ⓐ to confirm. To continue a previous game, select a file containing saved data. The Main Menu will appear next (see page 8).

* Go back to the previous screen by pressing Ⓑ.

Copy

Select to copy a saved game to an empty save file.

Select to return to the previous screen.

* You can't copy a file if you have no empty files.

Erase

Select to erase saved data. Choose the file you want to erase, and then select Yes when the game asks you to confirm.

* Be careful, because once saved data is erased, it's gone forever and can't be restored.

Main Menu

Once the Main Menu appears on the Touch Screen, make your selection with ✚ and then confirm it by pressing Ⓐ. You can also make your selection by tapping it.

Adventure (see pages 12 - 23)

Play as Yoshi and save the babies from the mysterious castle in the sky.

Options

Set the game controls and sounds.

Saving

Your game saves automatically after clearing a stage and changing game settings.

You can erase all saved files by holding down Ⓐ Ⓑ Ⓧ Ⓨ L R at the same time when starting the game, but please remember that once saved files are erased, they can't be recovered.

Options

In the Options menu, you can change the controls and sound. Move the cursor over your selection and then press Ⓐ to confirm. Press Ⓑ or ↩ to change the game settings and return to the Main Menu.

Controls

Use ✚ to choose from the following control schemes: Ⓐ Ⓑ Ⓧ Ⓨ Patient, Ⓐ Ⓑ Ⓧ Ⓨ Hasty, Ⓐ Ⓑ L R Patient, or Ⓐ Ⓑ L R Hasty. Press Ⓐ to confirm your selection.

Ⓐ Ⓑ Ⓧ Ⓨ	Use Ⓐ Ⓑ Ⓧ Ⓨ to control.
Ⓐ Ⓑ L R	Use Ⓐ Ⓑ L R to control.
Patient	Press Ⓐ or R to aim an egg, and press it again to throw.
Hasty	Press Ⓐ or R to aim an egg, and release to throw it.

Sound

Choose from Surround, Stereo, and Headphones.

CONTROLS

You play this game by controlling Yoshi. Various babies ride on Yoshi's back, each giving him a special ability.

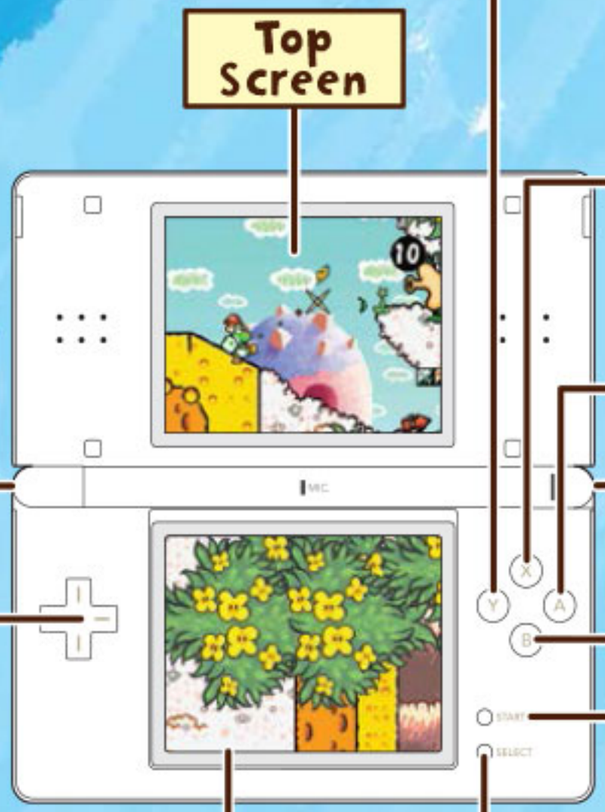
In the following section, black text indicates menu controls, while red text indicates Yoshi's controls.

The explanations pertain to the (A)(B)(X)(Y) Patient control scheme. Check your control scheme in the Controls tab of the Options menu.

When using the Nintendo DS (NTR-001), please read the Nintendo DS instruction booklet.

Press L, R, START, and SELECT at the same time to reset the game and return to the title screen.

Close the Nintendo DS to activate Sleep Mode, which will reduce battery consumption. Sleep Mode turns off when you open the Nintendo DS.



STAGE SELECTION

When you begin a new game, you play through a practice stage. After you clear the practice stage, the map screen will appear.

Map Screen

Yoshi's Island DS has five worlds, and each world features eight stages. Choose a stage with ✚ and press Ⓐ to enter it.

Remaining Lives

If you fail a course, you lose one life (see page 14). If Yoshi loses all his lives, your game ends.

Worlds

Choose a world to play.

Stages

Choose a specific stage to play.
In Stages 4 and 8, you will encounter a boss.

Coin Count

(see page 16)

Score

Museum

?

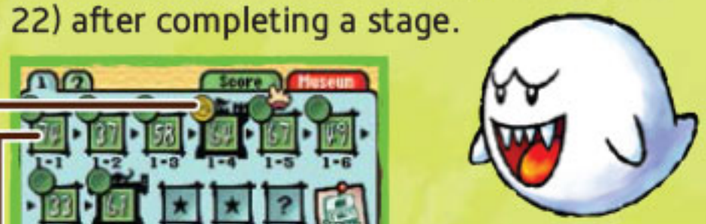
You will unlock this section when you meet certain conditions.

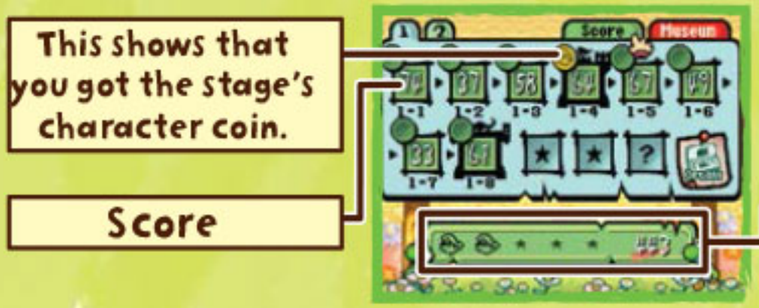
Options

(see page 9)

Score

Select Score on the map screen to check each stage's score and character coins collected (see page16). The score appears on the scoreboard (see page 22) after completing a stage.





This shows that you got the stage's character coin.

Score

Total Score

Marks will appear when you obtain certain numbers of points

Museum

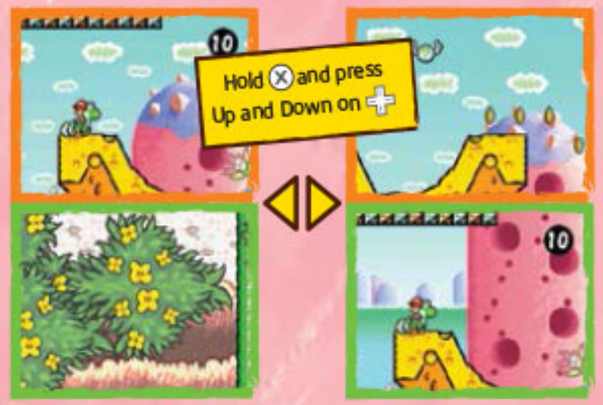
Select Museum on the map screen to view the enemies that you've hit with eggs. Enemies are separated based on type, and many exhibits are housed behind doors and through pipes. To return to the map screen, press ○START and select Quit.

PLAYING THE GAME

Swallow, stomp, and throw eggs at enemies to defeat them. You lose a life if you get crushed, if you touch spikes or lava, or if your star power reaches zero and you lose your baby.

Action Screen

Use a variety of actions as you make your way through the stages. Press Up or Down on ✚ while holding down Ⓧ to scroll up and down the screens.



Pause Menu

Press ○START on the action screen to open the pause menu. From here, you can choose to continue or return to the map screen by pressing ✚ and then pressing Ⓐ to confirm. The pause menu will also display your remaining lives and the items you've collected.

Star Power

When an enemy hits you and you take damage, the baby falls off of Yoshi's back. When this happens, the power of the stars will protect the baby for a short while. A timer appears to show just how long this protection lasts. Try to get the baby back on Yoshi's back before time runs out! You can do this by making contact with the baby.

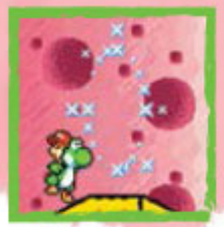
*Once you retrieve the baby, the star power slowly increases back up to ten. You can get more time by getting more stars (see page 16).

Stork Stop

You can switch the baby Yoshi is carrying by going to a Stork Stop. When the stork comes by, jump up and grab the baby. Each time you grab a baby, a different one will appear overhead.

Middle Ring

Partway through each stage is a ring of light called the Middle Ring. Once you go through a Middle Ring, you can restart the stage from nearby if you fail before completing the stage. What's more, as you pass through it, your star power will increase by ten.



Items

Coins

They are scattered throughout the stages. Collect 100 coins to get a 1-Up.

Red Eggs

Throw them at enemies. You receive two stars if you make contact. You can also get coins with it.

Red Coins

Each stage has 20 of them. They also get added to your coin count.

Flowers

Collect five in each stage to receive a 1-Up. Flowers also affect your score and your chance of unlocking a Bonus Challenge (see page 23).

Green Eggs

Throw them to defeat enemies, move objects, and grab items.

Stars

Each star increases your star power by one, with a maximum of 30.

Yellow Eggs

Throw them at enemies. You receive two coins if you make contact.

Character Coins

You collect these when the baby Yoshi is carrying matches the baby on the coin. A nice surprise awaits you when you collect them all!

Switches and Things

Message Blocks

Hit them from below to get helpful hints.

Switches

Step on these to reveal hidden objects and cause other special things to happen.

Winged Clouds

When you hit these with eggs, stars or coins will pop out. Or something else might happen...

Keys and Doors

You can open locked doors if you have a key.

Minigames

When you find a key and enter a locked door, a minigame will begin. There are several types of minigames. Depending on how well you play, you can win extra lives.

BABY ABILITIES

Yoshi's abilities change depending on the baby on his back. Switch babies at Stork Stops (see page 15).

Baby Mario

Press Ⓨ while walking to dash, which lets Yoshi move faster than he normally does. Jump while dashing to jump farther.

Special Ability Dashing

Baby Peach

Baby Peach lets Yoshi Flutter-Jump longer than any other baby, and also lets him fly farther. Catch the wind while Flutter-Jumping to fly across large distances.

Special Ability Floating

Baby DK

Grab and swing on vines and ropes. Jump to let go. Press Ⓨ while pressing Down on ✚ to charge at enemies and smash walls.

Special Abilities Climbing, Swinging, DK Dash Attack

Baby Wario

With his magnet, Baby Wario automatically attracts metal (including coins) around Yoshi. Press Up on ✚ or jump to attract things above Yoshi.

Special Ability Attracting Metal

Baby Bowser

With his fiery breath, Baby Bowser can defeat enemies and melt ice. Breathe fire by pressing Ⓨ. Keep in mind that Yoshi can't make eggs with Baby Bowser on his back, but he can still pick them up and throw them.

Special Ability Breathing Fire

YOSHI'S ABILITIES

In addition to the abilities already mentioned, Yoshi can morph into different items and hop on different vehicles.

Super Stars and Superstar Mario

If Yoshi finds a Super Star when Baby Mario is on his back, Baby Mario will power up and become invincible for a while. The controls change when you control Baby Mario.

Dash

Press Ⓨ while walking to run really fast.

Climb Walls

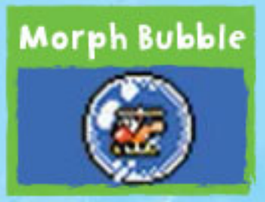
Press Left or Right on ✚ to climb walls.

Float

Hold down Ⓑ after jumping for a gentle landing.

Morph Yoshi

Touch a morph bubble to cause Yoshi to transform briefly into the item in the bubble. Control him with ✚. Morphed Yoshi goes back to his normal state after a while or when you touch the Yoshi Block.



Vehicles

Control both the kangaroo and stilts by hopping on them and then using ✚. Hop off the kangaroo when it reaches a certain point, and jump off the stilts at any time. The cart moves on its own, so just jump on and off it.

THE GOAL AND YOUR SCORE

You clear the stage when you pass through the goal roulette. Once you clear a stage, you can play it again as many times as you like.

Goal Roulette

When you reach the goal, the goal roulette appears. You clear the stage when Yoshi passes through it, and then the scoreboard will appear.

Scoreboard

The scoreboard appears when you clear a stage. Press Ⓐ to return to the map screen.

Bonus Challenges

On the goal roulette, there is one flower space for every flower you found in this stage. If the roulette stops on a flower space, you get to play a Bonus Challenge where you could win 1-Ups.

Scratch and Match

Rub off any three spots. You receive 1-Ups based on how many Baby Mario faces you reveal.

Match Cards

Flip over cards one at a time and match them in pairs. Each matching pair wins you a 1-Up. You can play until you miss twice or until all the cards are revealed.

Slot Machine

Press Ⓐ to stop the drum. If the pictures match in the middle row, you receive one or more 1-Ups.

TIPS

To clear the entire game, you'll need to master all of Yoshi's and the babies' skills.

Pick the Right Baby!

Yoshi's abilities change depending on which baby he's carrying. If you're stuck in a stage, look for a Stork Stop to switch the babies, and then give it another try.

Eggs Are Your Friends!

If you drop a baby after bumping into an enemy or taking damage, throw an egg at the baby to move him closer to the ground. Get the baby before he wanders away! You can carry up to six eggs at once.

Look Around!

When you want to know what's in the area above or below you, press Up or Down on ✚ while holding down Ⓧ.

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